

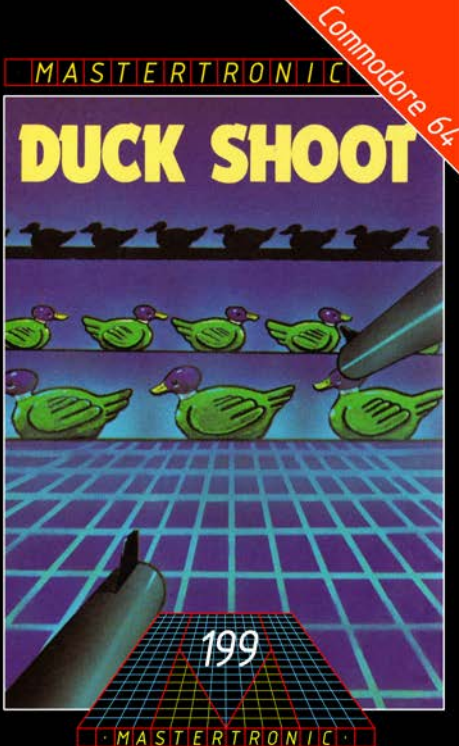
1C0001

DUCK SHOOT

LOADING INSTRUCTIONS

To load press SHIFT and RUN/STOP
The program code, graphic representation and artwork are
the copyright of Mastertronic and may not be reproduced, stored,
hired or broadcast in any form whatsoever without the written
permission of Mastertronic. All rights reserved

COMMODORE 64



DUCK SHOOT

The Aim of the Game

CONTROLS: KEYBOARD OR JOYSTICK IN EITHER PORT;
SPACE BAR = FIRE; CTRL = LEFT; 'Z' = RIGHT.

Object of game is to shoot all the targets in the shootin' gallery, before the time runs out. If this happens your gun is immobilised and the conveyor belts are set at full speed. If you also lose all your bullets the game will end.

The normally doolie ducks randomly fly down and attempt to eat your bullets, unless you shoot them first.

To finish any screen you must shoot at the eight spinning plates at the top. Another hazard is the fast flying duck which moves quickly across the top of the screen. If he succeeds without being shot all the plates are restored.

If you hit the letters B O N U S in the correct order you are given a bonus. Also points are awarded for unused bullets at the end of each level.

Between levels you have the choice to shoot larger animals. Each hit 'turns the animal around' and increases its speed. Once off the screen it does not return.

Scores:

Top Row	6 points
Middle Row	4 points
Bottom Row	2 points
Plates	10 points
1st Flying Duck	10 points

Bonuses:

B O N U S is the correct order - value of timer awarded when 'S' is hit. Value of timer also awarded when screen is cleared: 10-40 points for each bullet left at end of the screen; 25-100 points for each large animal hit. If you get one of these 6 high Scores, use controls to move L-R through the alphabet to choose letter, press fire to enter letter. The game is over when you run out of the bullets or the timer decreases to zero.

Unauthorised Copying, Lending or Hiring
is prohibited

© Mastertronic Limited

1984